+36 30 822 4417

hello@istvan-kreisz.com

https://istvan-kreisz.com

Istvan Kreisz - Web and iOS Developer

SKILLS

Web: HTML, (S)CSS, Tailwind, JavaScript, TypeScript, React, Next.js, Node.js, Google Cloud, Firebase, Google Analytics, Web Scraping, Serverless Computing, Netlify, Vercel, Stripe, Google Maps API, Shopify, LangChain, OpenAI, MongoDB, SQL, Postgres

iOS: Swift, UIKit, SwiftUI, SpriteKit, Realm, Core Data, RxSwift, Combine, REST API, MVC, MVVM-C, Redux, Unit, UI Testing, Fastlane, Circle CI, Git, GitHub, CocoaPods, SPM, Asynchronous programming, Bitbucket, Sketch, Figma

WEB PROJECTS

GameGuide AI (UNDER DEVELOPMENT) — *ChatGPT based chatbot for gamers*

May 2023 –

I developed a **game guide AI chatbot** using **OpenAI, LangChain, React, Next.js, TypeScript, Firebase and Google Cloud functions**. Currently the chatbot can only answer questions about the popular game, Skyrim. The **training data for the bot is scraped** from the largest Skyrim wiki website, and stored in **a vector database**.
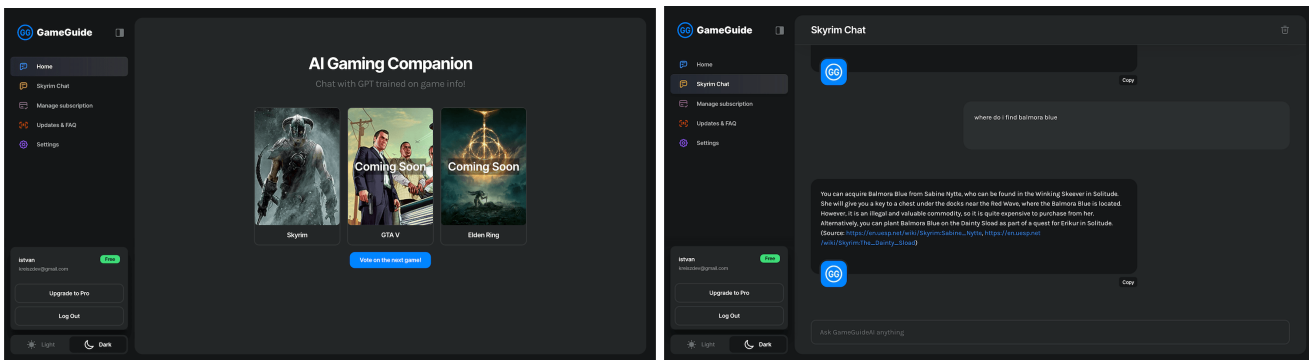
Hide & Seek World — *Web-based online multiplayer game*

June 2020 –

I designed and developed a real-time multiplayer game using **Next.js, TypeScript, Firebase and Google Cloud serverless functions** that currently reaches **500 DAUs** and has had **>100k sign ups**. Features include multiple game modes for 2-100 players, leaderboards, private matches, and a games stats dashboard. Payments are processed through **Stripe**. Check out the demo video.
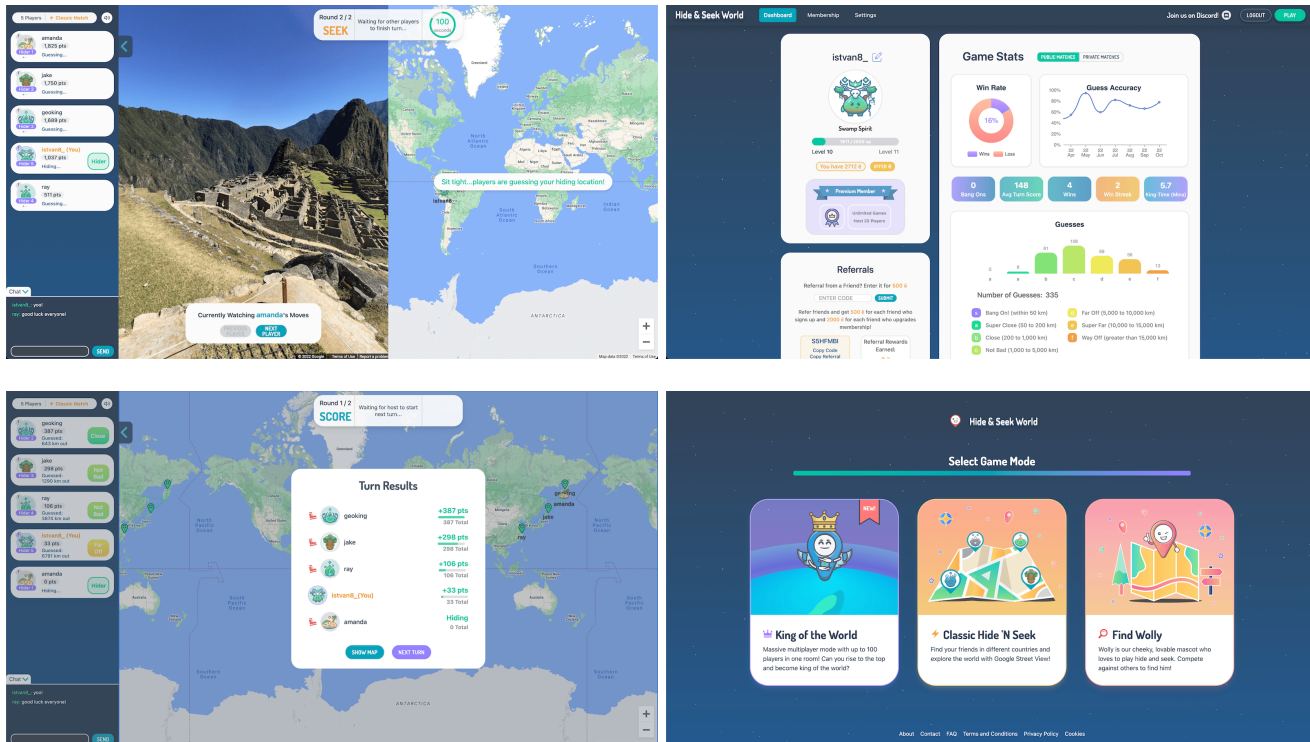
CopDeck — *Application for sneaker resellers*

APR 2021 - APR 2022

I developed a **sneaker price comparison and inventory management iOS app** for sneaker resellers that included a **web scraping algorithm** using **Google Cloud, back-end**, and the **CopDeck landing page** built with **Next.js, TypeScript, Tailwind and Netlify** and a desktop app built with **Electron.**
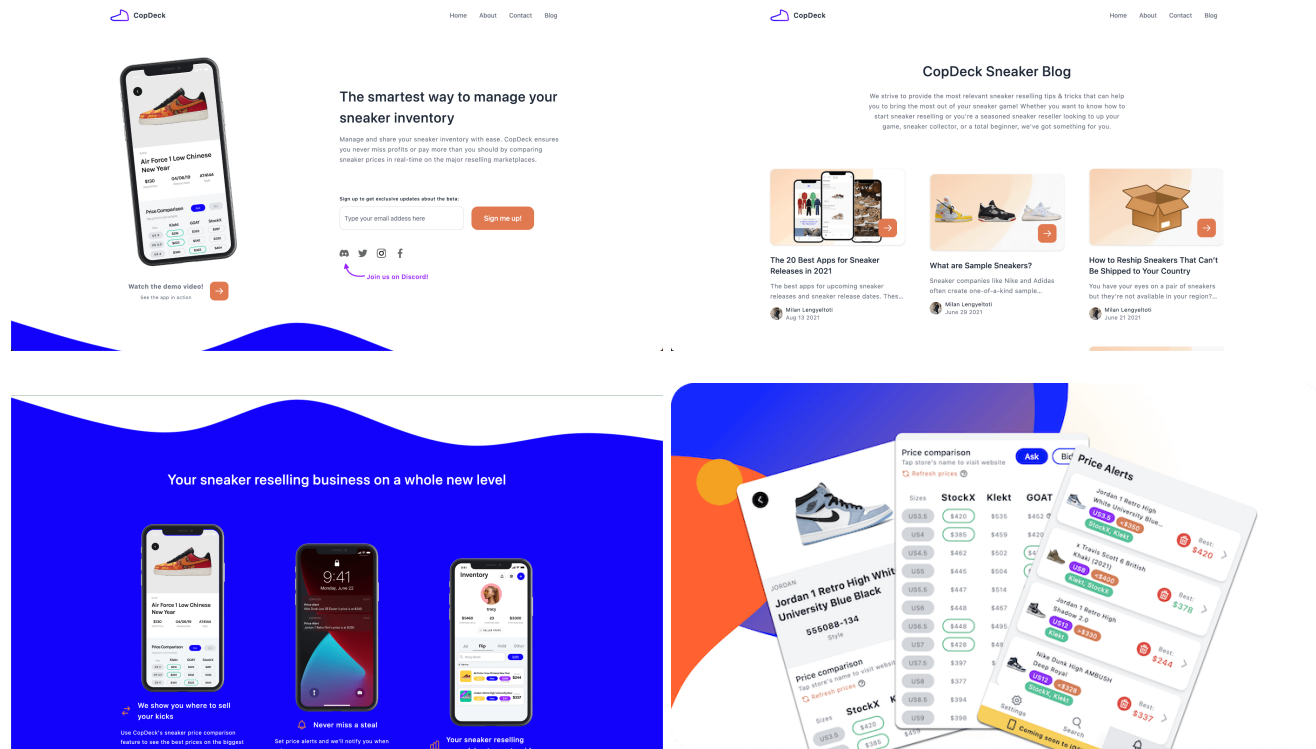
kreiszjanka.com — *Online store (not live yet) & portfolio website for custom-made jewelries*

APR 2021 — APR 2022

I built an **online store and portfolio website** for an artist (my sister) making custom-made engagement rings, wedding rings and other jewelry. The store features **image galleries, a contact form and a web store built with Shopify**. The UI is built with a **Shopify theme** and a lot of custom-made elements created with **Shopify's liquid templating language**. The store accepts **credit cards (processed by Stripe) and Paypal payments**.
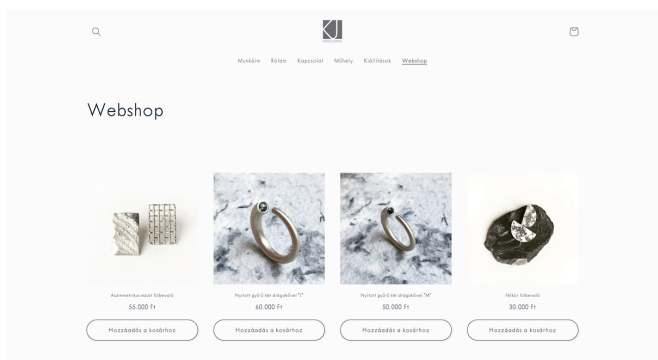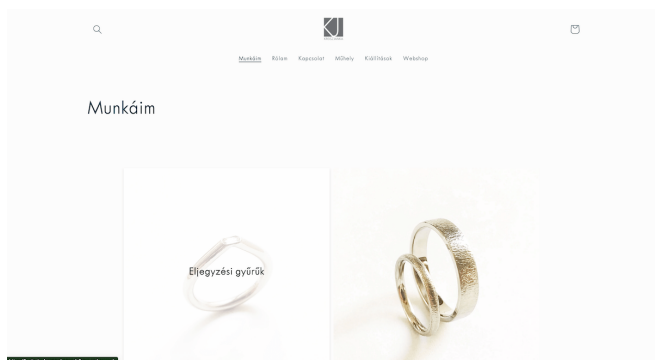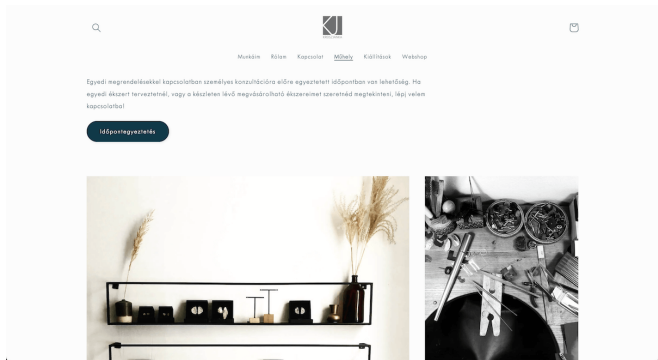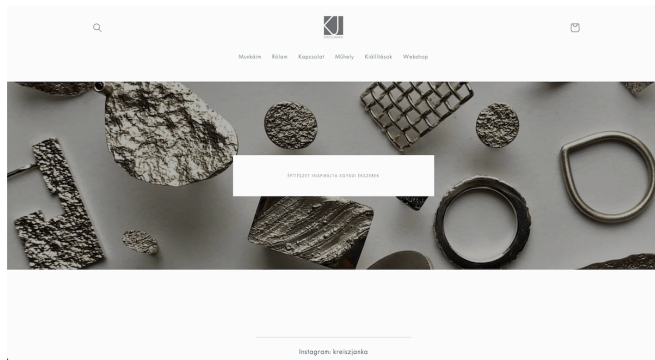
iOS PROJECTS

[Vivid](#) — *AI Wallpaper generator app for iOS*

MARCH 2023 - MAY 2023

Vivid is one of my freelance projects. The app is an AI image generator app with lots of preset styles and a public feed where you can browse through AI art created by other users. I built the app using **SwiftUI and MVVM-C architecture**. The app also uses **Firebase Authentication** for all auth functionality. The images are generated using **Stable Diffusion** on a **serverless backend running on Google Cloud**. The generated images are stored in **Firebase Storage**. The backend is a collection of **Cloud Functions** written in **TypeScript**.
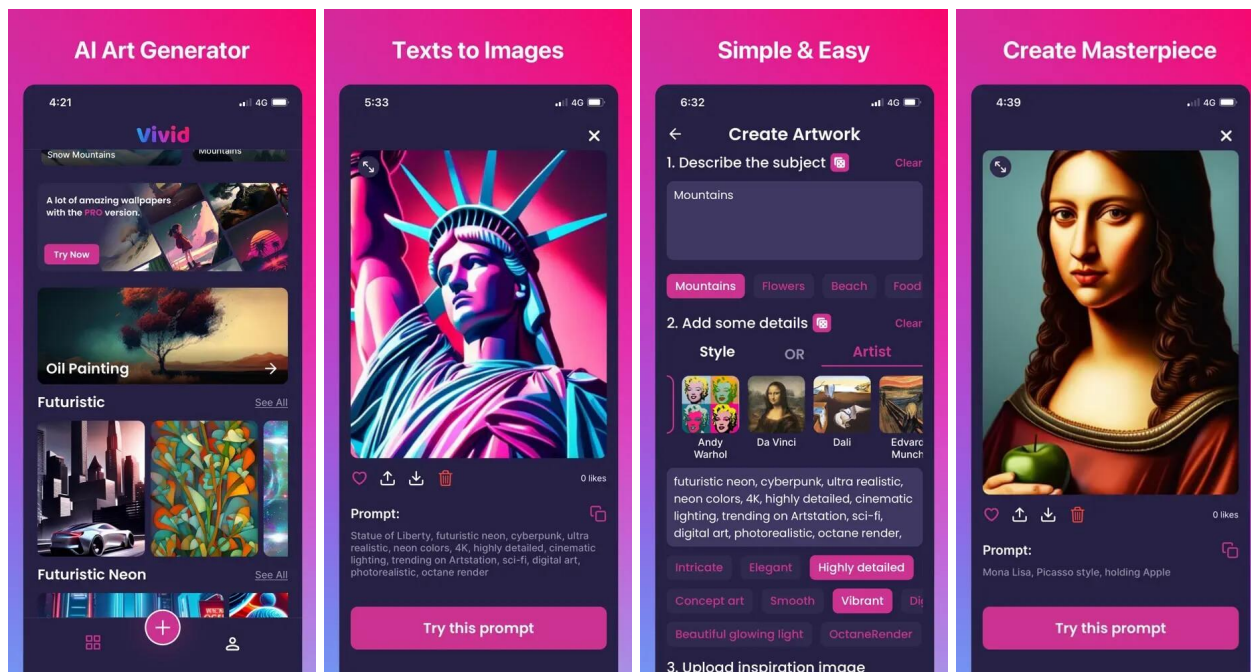
## CopDeck — *iOS Application for sneaker resellers*

APR 2021 – APR 2022

I developed and released a **sneaker price comparison and inventory management iOS app** built with **SwiftUI** for sneaker resellers that included a web scraping algorithm using **Google Cloud, back-end**, and the [CopDeck landing page](#) built with **Next.js, TypeScript, Tailwind and Netlify** and a desktop app built with **Electron**. Check out the [demo video](#).
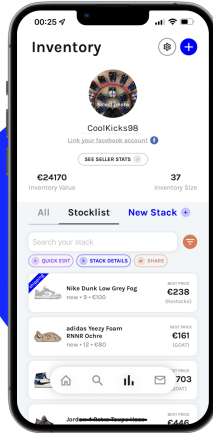

Buy / sell sneakers at the best prices...
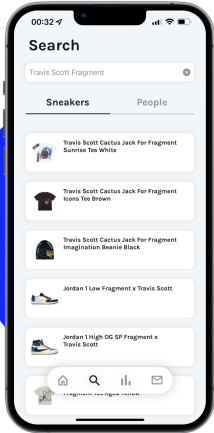
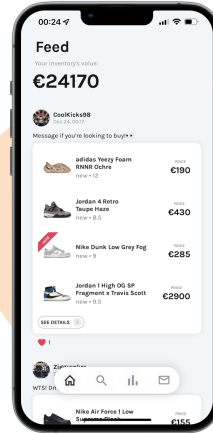With CopDeck's always up-to-date market data...
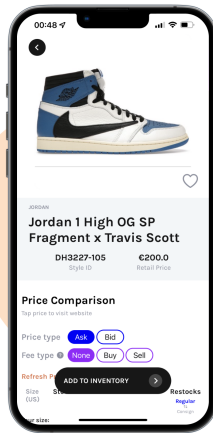
Organize your reselling inventory...

And share it on our CopDeck feed...

SidelineSwap — *Ecommerce store for sports goods*

Oct 2021 – Aug 2022

SidelineSwap is an **e-commerce store** for used sporting goods. I was hired to execute a revamp of the company's iOS app including UX on all existing screens and new features. I **improved the software architecture** by implementing the **MVVM-C** pattern, modernized the app UI, refactored and performed bug fixes in legacy code and **rebuilt the payment checkout flow**.
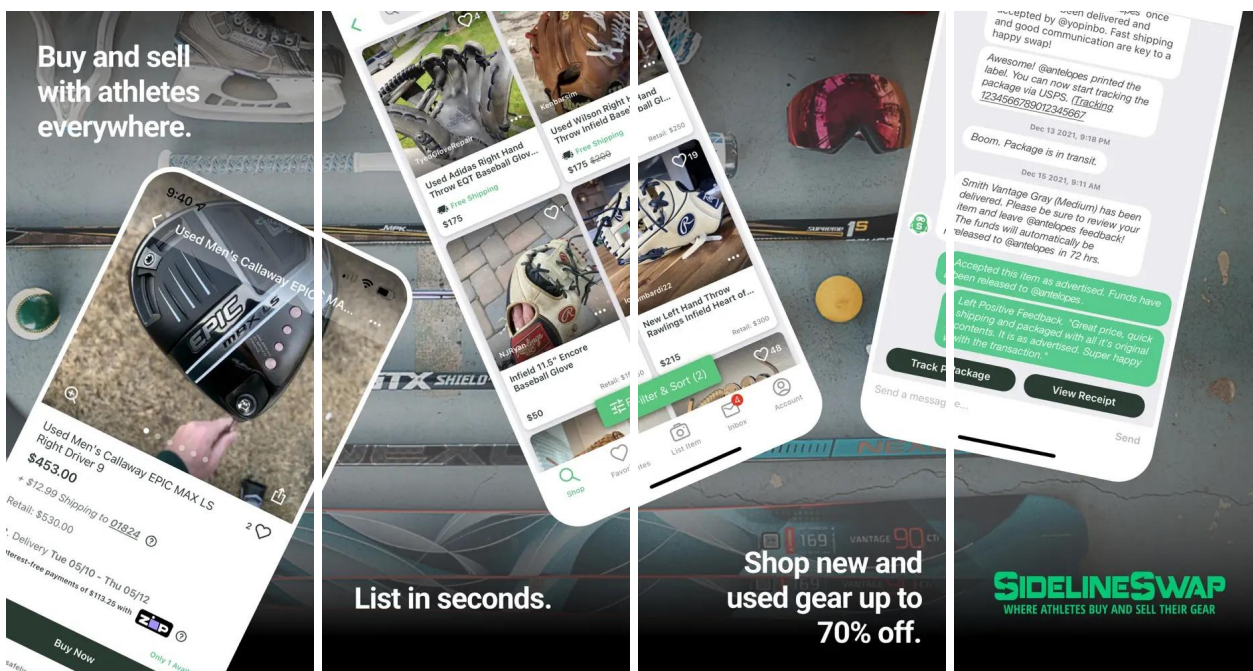
[LabTwin](#) — *A digital assistant for pharmaceutical industry scientists*

Jan 2019 - May 2020

LabTwin was a niche **digital assistant for pharmaceutical industry scientists** used to improve productivity by reducing note-taking. I joined LabTwin's iOS team during a scale-up. I wrote automated tests in **XCTest, Fastlane, and CircleCI** that eliminated database migration issues, integrated **AWS Amplify for user authentication**. I **developed a scalable persistence layer using Realm** and UI components in UIKit and **built a synchronization module using Realm, custom code, and REST APIs** to keep local data in sync with the server.
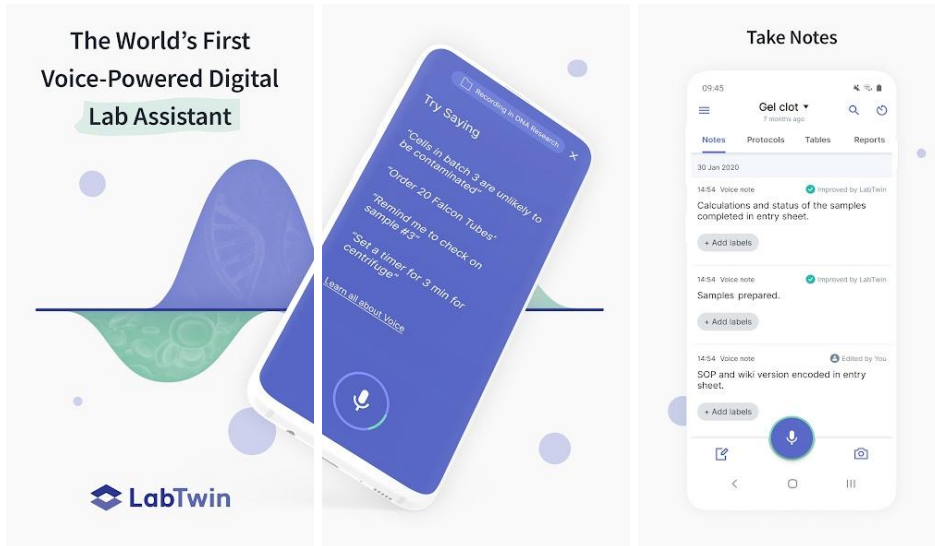
[Ball Smasher](#) — *Ball Smasher was a hyper-casual mobile game developed for iOS*

Apr 2018 - Dec 2018

Soon after college two friends and I **co-founded** Snake Bacon, a **video game company** that developed Ball Smasher for iOS. I developed the game engine code using **SpriteKit**. We negotiated a revenue share agreement with [Lion Studios](#) for publishing and marketing the game, after which the app reached top of iOS App Store charts, achieving **>7M downloads and 4.5/5 rating from >64K reviews**.